What is Claimed is:

1. A learn-and-play programming method for controlling a mechanical movement of an output shaft of a motorized toy and a domestic appliance, comprising the steps of:

(a) learning said mechanical movement of said output shaft by:

(a.1) inputting a movement data into an operation system corresponding to said mechanical movement of said output shaft; and

(a.2) storing said movement data of said output shaft in a memorizing means; and

(b) reproducing said mechanical movement of said output shaft corresponding to said movement data in said memorizing means.

2. The learn-and-play programming method, as recited in claim 1, in step (a.1), wherein said mechanical movement of said output shaft is input through a computer system by manually inputting said output shaft from an initial position to a final position.

3. The learn-and-play programming method, as recited in claim 2, in step (a.1), wherein said movement data must be input into said operation system and stored in said memorizing means before inputting another movement data of said output shaft.

4. The learn-and-play programming method, as recited in claim 3, further comprising a step of clearing said movement data in said memorizing means in order to store a new set of said movement data from said output shaft in said memorizing means.

5. The learn-and-play programming method, as recited in claim 2, wherein, in step (2), said operation system is activated through said computer system to reproduce said mechanical movement of said output shaft corresponding to said movement data in said memorizing means.

6. The learn-and-play programming method, as recited in claim 4, wherein, in step (2), said operation system is activated through said computer system to reproduce said mechanical movement of said output shaft corresponding to said movement data in said memorizing means.

7. The learn-and-play programming method, as recited in claim 3, wherein a position of said output shaft in an analog form is converted into said movement data in a digital form to store in said memorizing means.

8. The learn-and-play programming method, as recited in claim 6, wherein said position of said output shaft in an analog form is converted into said movement data in a digital form to store in said memorizing means.

9. The learn-and-play programming method, as recited in claim 1, wherein, in step (a), said mechanical movement is pre-input into said output shaft and said movement data is pre-stored in said memorizing means.

10. The learn-and-play programming method, as recited in claim 6, wherein, in step (b), said operation system is activated to reproduce said mechanical movement of said output shaft corresponding to said movement data pre-stored in said memorizing means.

11. The learn-and-play programming method, as recited in claim 1, wherein, in step (a.1), said mechanical movement of said output shaft is input by manually rotating said output shaft from an initial position to a final position.

12. The learn-and-play programming method, as recited in claim 8, after the step (a.2), wherein said output shaft is rotated back to said initial position before said output shaft reproduces said corresponding mechanical movement thereof.

13. The learn-and-play programming method, as recited in claim 11, in step (a.1), wherein said movement data must be input into said operation system and stored in said memorizing means before inputting another movement data of said output shaft.

14. The learn-and-play programming method, as recited in claim 12, in step (a.1), wherein said movement data must be input into said operation system and stored in said memorizing means before inputting another movement data of said output shaft.

15. The learn-and-play programming method, as recited in claim 11, further comprising a step of clearing said movement data in said memorizing means in order to store a new set of said movement data from said output shaft in said memorizing means.

16. The learn-and-play programming method, as recited in claim 14, further comprising a step of clearing said movement data in said memorizing means in order to store a new set of said movement data from said output shaft in said memorizing means.

17. The learn-and-play programming method, as recited in claim 11, wherein said position of said output shaft in an analog form is converted into said movement data in a digital form to store in said memorizing means.

18. The learn-and-play programming method, as recited in claim 14, wherein said position of said output shaft in an analog form is converted into said movement data in a digital form to store in said memorizing means.

19. The learn-and-play programming method, as recited in claim 16, wherein said position of said output shaft in an analog form is converted into said movement data in a digital form to store in said memorizing means.

20. A learn-and-play control system for controlling a motorized toy and a domestic appliance which comprises an output shaft to provide a mechanical movement thereof, wherein said learn-and-play control system comprises:

means for memorizing said mechanical movement of said output shaft; and

an operation system which is communicatively connected with said memorizing means and is arranged to be operated between a learn mode and a play mode, wherein at said learn mode, said memorizing means is activated for memorizing said mechanical movement of said output shaft, and at said play mode, said operation system is activated for driving said output shaft to reproduce said mechanical movement thereof.

21. The learn-and-play control system, as recited in claim 1, wherein said operation system comprises a signal converter which is an analog to digital converter adapted for converting an analog signal of said mechanical movement from said output shaft to a digital signal, wherein said digital signal is stored in said memorizing means.

22. The learn-and-play control system, as recited in claim 1, wherein said operation system comprises a keyboard input interface which is an input device for mode selection to select said operation system between said learn mode and play mode.

23. The learn-and-play control system, as recited in claim 2, wherein said operation system comprises a keyboard input interface which is an input device for mode selection to select said operation system between said learn mode and play mode.